CLAIM AMENDMENTS

Claim Amendment Summary

Pending

- Before this Amendment: Claims 1-20.

- After this Amendment: Claims 1-3 and 5-20.

Canceled: Claim 4.

Amended: Claims 1-3, 5-11 and 16.

New: None.

<u>Claims:</u>

1. **(Currently Amended)** A media processing system comprising:

a source; [[and]]

a software object, coupling the source to one or more of a plurality of processing chains, to satisfy multiple, non-combinable requests to the source for media content, <u>wherein non-combinable requests for media include one or more of requests where a source time of the requested content do not align, requests where project time of the requests do not align, and requests where the requested content is to be processed differently so as to require a separate processing chain;</u>

<u>one or more processing units; and</u>

<u>a system memory configured to store the software object</u>.

2. **(Currently Amended)** [[A]]<u>The</u> media processing system according to claim 1, wherein the software object is a segment filter.

3. **(Currently Amended)** [[A]]<u>The</u> media processing system according to claim 1, wherein the software object is exposed [[from]]<u>to</u> an operating system executing on a computing system implementing the media processing system.

4.   (Canceled)

5.   (Currently Amended) [[A]]The media processing system according to claim [[4]]1, wherein the software object is implemented within a filter graph representation of a user-defined media processing project, to reduce invoked instances of the media source required to satisfy said non-combinable requests.

6.   (Currently Amended) [[A]]The media processing system according to claim 1, wherein the software object receives independent requests for content from one or more media processing chains.

7.   (Currently Amended) [[A]]The media processing system according to claim 6, wherein the software object generates and issues one or more seek command(s) to satisfy said requests.

8.   (Currently Amended) [[A]]The media processing system according to claim 1, wherein the media processing system selectively invokes multiple instances of the software object to satisfy multiple simultaneous

requests for content, wherein each instance of the software object requires an associated instance of the media source and a processing chain.

9.   (Currently Amended) [[A]]The media processing system according to claim 1, wherein the software object serializes multiple simultaneous requests for media content received from multiple processing chains.

10.   (Currently Amended) [[A]]The media processing system according to claim 1, wherein the software object is a segment filter in a filter graph of filters dynamically generated to process media in accordance with a user-defined processing project.

11.   (Currently Amended) A media processing system comprising:

a source;

a software object, coupling the source to one or more of a plurality of processing chains, to satisfy multiple, non-combinable requests to the source for media content, wherein the software object is a segment filter in a filter graph of filters dynamically generated to process media in accordance with a user-defined processing project; [[and]]

a scalable, dynamically reconfigurable matrix switch having a plurality of inputs and a plurality of outputs;

at least one matrix switch input being communicatively linked with a first processing chain portion;

at least one other matrix switch input being communicatively linked with a second processing chain portion;

the matrix switch being configured to dynamically couple one or more of the matrix switch inputs to one or more of the matrix switch outputs;

one or more processing units; and

a system memory configured to store the software object.

12. **(Original)** The media processing system of claim 11, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a media time associated with a user defined media processing project.

13. **(Original)** The media processing system of claim 11, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a project time associated with a user defined media processing project.

14.   (Original) The media processing system of claim 11, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on content of a matrix switch programming grid.

15.   (Original) The media processing system of claim 11, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a media time associated with a user defined media processing project, a project time associated with the user defined media processing project, and content of a matrix switch programming grid.

16.   (Currently Amended) A media processing system comprising:

a source; [[and]]

a software object, coupling the source to one or more of a plurality of processing chains, to satisfy multiple, non-combinable requests to the source for media content, wherein non-combinable requests for media include one or more of requests where a source time of the requested content do not align, requests where project time of the requests do not align, and[[/or]] requests where the requested content is to be processed differently, thus requiringso as to require a separate processing chain[[;]]_wherein the software object is a segment filter in

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a filter graph of filters dynamically generated to process media in accordance with a user-defined processing project;

one or more processing units; and

a system memory configured to store the software object.

17.   (Original) The media processing system of claim 16 further comprising a scalable, dynamically reconfigurable matrix switch having a plurality of inputs and a plurality of outputs;

at least one matrix switch input being communicatively linked with a first processing chain portion;

at least one other matrix switch input being communicatively linked with a second processing chain portion; and

the matrix switch being configured to dynamically couple one or more of the matrix switch inputs to one or more of the matrix switch outputs.

18.   (Original) The media processing system of claim 17, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a media time associated with the user defined media processing project.

19.   (Original) The media processing system of claim 17, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on a project time associated with the user defined media processing project.

20.   (Original) The media processing system of claim 17, wherein the matrix switch is configured to dynamically couple said one or more matrix switch inputs to said one or more matrix switch outputs based, at least in part, on content of a matrix switch programming grid.